```
ec::IGeometryAccess
+ ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
    ec::Geometry
# m data
+ ~Geometry()
+ recalculateNormals()
+ getVao()
+ getVbo()
+ getEbo()
# Geometry()
# beginRender()
# onRender()
# endRender()
# setMode()
# setType()
 ec::StaticGeometry
 + ~StaticGeometry()
 # setupMesh()
 # StaticGeometry()
ec::CylinderGeometry
+ CylinderGeometry()
+ ~CylinderGeometry()
+ resize()
```